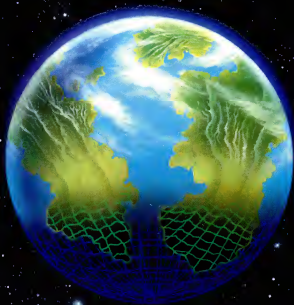


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Strike Commander



Serpent Isle



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Available for IBM 386SX, 386, 486 and 100% compatible systems on 3.5" or 5.25" high-density disks. Requires 256-color VGA/MCGA graphics, hard drive, 2 megs RAM, MS-DOS v.3.3 or higher, expanded memory manager, Ad Lib, Sound Blaster or Roland sound board for music/sound effects.

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* Ad Lib®, Sound Blaster™, Roland® or 100% compatible sound card required for music/sound effects.

** Sound Blaster or 100% compatible required for digitized speech.

Privateer



Ultima Underworld II



Wing Commander II Deluxe Edition CD-ROM



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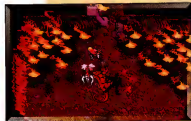
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Ultima VII: The Black Gate



Forge of Virtue



Ultima Underworld



W

ITH ITS CINEMATICS, *Wing Commander* HELPS PLAYERS FEEL LIKE PART OF THE STORY. IT'S THE FIRST GAME I'VE DEVELOPED WHERE THE VISION AT THE BEGINNING MATCHED WHAT WAS THERE AT THE END. I WOULDN'T CHANGE ANYTHING ABOUT IT."

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Wing Commander required to play *The Secret Missions*.

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Wing Commander required to play *The Secret Missions 2: Crusade*.

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Wing Commander



Secret Missions 1



Secret Missions 2



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Available for IBMPC 286+ and 100% compatibles on 3.5" and 5.25" high-density disks. Requires 640K, hard drive, 12+ MHz processor and VGA or EGA graphics. Joystick, sound board and expanded memory manager recommended.

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Available for IBM-PC and 100% compatibles on CD-ROM. Requires 640K, hard drive, 12+ MHz processor, VGA or EGA graphics, and MS-DCS v.5.0. 350 ms drive recommended.

* Ad Lib® Sound Blaster™, Roland® or 100% compatible sound card required for music/sound effects.

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Wing Commander II



Special Operations 1



Special Operations 2





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Wing Commander



Ultima VI: The False Prophet



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